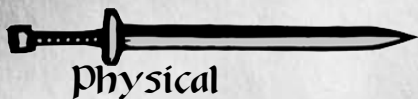


# IMMORTAL

Name:  
Player:  
Chronicle:

Nature:  
Demeanor:  
Concept:

Heads Taken:  
Age:  
First Teacher:

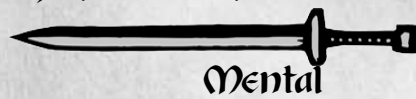


## Physical

Strength \_\_\_\_\_ 0000000000  
Dexterity \_\_\_\_\_ 0000000000  
Stamina \_\_\_\_\_ 0000000000

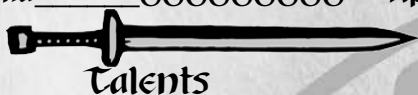
## Attributes Social

Charisma \_\_\_\_\_ 0000000000  
Manipulation \_\_\_\_\_ 0000000000  
Appearance \_\_\_\_\_ 0000000000



## Mental

Perception \_\_\_\_\_ 0000000000  
Intelligence \_\_\_\_\_ 0000000000  
Wits \_\_\_\_\_ 0000000000

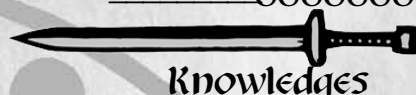


## Talents

Alertness \_\_\_\_\_ 0000000000  
Athletics \_\_\_\_\_ 0000000000  
Awareness \_\_\_\_\_ 0000000000  
Brawl \_\_\_\_\_ 0000000000  
Empathy \_\_\_\_\_ 0000000000  
Expression \_\_\_\_\_ 0000000000  
Intimidation \_\_\_\_\_ 0000000000  
Leadership \_\_\_\_\_ 0000000000  
Streetwise \_\_\_\_\_ 0000000000  
Subterfuge \_\_\_\_\_ 0000000000

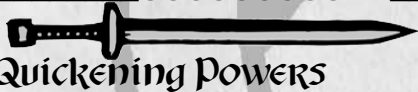
## Abilities Skills

Animal Ken \_\_\_\_\_ 0000000000  
Crafts \_\_\_\_\_ 0000000000  
Drive \_\_\_\_\_ 0000000000  
Etiquette \_\_\_\_\_ 0000000000  
Firearms \_\_\_\_\_ 0000000000  
Larceny \_\_\_\_\_ 0000000000  
Melee \_\_\_\_\_ 0000000000  
Performance \_\_\_\_\_ 0000000000  
Stealth \_\_\_\_\_ 0000000000  
Survival \_\_\_\_\_ 0000000000



## Knowledges

Academics \_\_\_\_\_ 0000000000  
Computer \_\_\_\_\_ 0000000000  
Finance \_\_\_\_\_ 0000000000  
Investigation \_\_\_\_\_ 0000000000  
Law \_\_\_\_\_ 0000000000  
Medicine \_\_\_\_\_ 0000000000  
Occult \_\_\_\_\_ 0000000000  
Politics \_\_\_\_\_ 0000000000  
Science \_\_\_\_\_ 0000000000  
Technology \_\_\_\_\_ 0000000000



## Quickening Powers

\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000

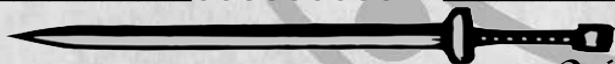
## Advantages Backgrounds

\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000  
\_\_\_\_\_ 0000000000



## Virtues

Conscience \_\_\_\_\_ 00000  
Conviction \_\_\_\_\_ 00000  
Courage \_\_\_\_\_ 00000



## Hedge Magic

\_\_\_\_\_ 000000  
\_\_\_\_\_ 000000  
\_\_\_\_\_ 000000  
\_\_\_\_\_ 000000  
\_\_\_\_\_ 000000

## Quickening

0000000000

## Willpower

0000000000  
□□□□□□□□□□

## Dark Quickening

0000000000  
□□□□□□□□□□



## Health

Bruised \_\_\_\_\_ □  
Hurt - 1 \_\_\_\_\_ □  
Injured - 1 \_\_\_\_\_ □  
Wounded - 2 \_\_\_\_\_ □  
Mauled - 2 \_\_\_\_\_ □  
Crippled - 5 \_\_\_\_\_ □  
Incapacitated \_\_\_\_\_ □

## Weakness

## Experience

# IMMORTAL

## Merits & Flaws

Merit

Cost

Flaw

Cost

## History

## Goals

## Other Traits

OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO  
OOOOOOOOOO

## Description

Age:

Apparent Age:

R.I.P.:

Sex:

Race:

Hair:

Eyes:

Height:

Weight:

Nationality:

## Paths

OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO  
OOOOO

## Allies & Contacts

## Gear & Equipment

## Rituals

Ritual

Level

## Combat

Weapon/Attack

Diff.

Damage

Range

Rate

Clip

Conceal